

AMENDMENTS TO THE CLAIMS

Please cancel claims 1-9, 11-29, 34-42, 44-64, 69-77, 79-99, 104, 112, and 120; amend claim 65; and add new claims 128-163.

1-29. (Cancelled)

30. (Previously Presented) A system for editing a project comprising a plurality of media clips, comprising an output device for displaying:

    a canvas, comprising a representation of the project, wherein if the project is being played the representation of the project shows the project as the project is playing, and wherein if the project is not being played the representation of the project comprises a plurality of selectable and spatially movable representations of the plurality of media clips that comprise the project, and wherein a location of a spatially movable representation represents where the media clip is displayed within the project when the project is playing; and

    a timeline display representing a duration of the project, the timeline display comprising, for each currently selected representation of a media clip in the canvas, a corresponding timeline representation of the media clip;

wherein the timeline representation is displayed when the corresponding spatially movable representation is selected, and wherein the timeline representation is absent when the corresponding spatially movable representation is not selected.

31. (Previously Presented) The system of claim 30, wherein each timeline representation of a media clip is editable.

32. (Previously Presented) The system of claim 30, wherein the spatially movable representations are updated responsive to edits made to the corresponding timeline representations.

33. (Previously Presented) The system of claim 30, wherein the timeline representations are updated responsive to edits made to the corresponding spatially movable representations.

34-64. (Cancelled)

65. (Currently Amended) A computer-implemented method for editing a project comprising a plurality of media clips, comprising:

displaying a canvas, comprising a representation of the project, wherein if the project is being played the representation of the project shows the project as the project is playing, and wherein if the project is not being played the representation of the project comprises a plurality of selectable and spatially movable representations of the plurality of media clips that comprise the project, and wherein a location of a spatially movable representation represents where the media clip is displayed within the project when the project is playing; and

displaying a timeline representing a duration of the project, the timeline comprising, for each currently selected representation of a media clip in the canvas, a corresponding timeline representation of the media clip;

wherein the timeline representation is displayed when the corresponding spatially movable representation is selected, and wherein the timeline representation is absent when the corresponding spatially movable representation is not selected.

66. (Original) The method of claim 65, wherein displaying each timeline representation comprises displaying an editable timeline representation.

67. (Original) The method of claim 65, further comprising updating the spatially movable representations responsive to edits made to the corresponding timeline representations.

68. (Original) The method of claim 65, further comprising updating the timeline representations responsive to edits made to the corresponding spatially movable representations.

69-99. (Cancelled)

100. (Previously Presented) A computer program product for editing a project comprising a plurality of media clips, comprising:

a computer-readable medium; and

computer program code, encoded on the medium, for:

displaying a canvas, comprising a representation of the project, wherein if the project is being played the representation of the project shows the project as the project is playing, and wherein if the project is not being played the representation of the project comprises a plurality of selectable and spatially movable representations of the plurality of media clips that comprise the project, and wherein a location of a spatially movable representation represents where the media clip is displayed within the project when the project is playing; and

displaying a timeline representing a duration of the project, the timeline comprising, for each currently selected representation of a media clip in the canvas, a corresponding timeline representation of the media clip;

wherein the timeline representation is displayed when the corresponding spatially movable representation is selected, and wherein the timeline representation is absent when the corresponding spatially movable representation is not selected.

101. (Original) The computer program product of claim 100, wherein the computer program code for displaying each timeline representation comprises computer program code for displaying an editable timeline representation.

102. (Original) The computer program product of claim 100, further comprising computer program code for updating the spatially movable representations responsive to edits made to the corresponding timeline representations.

103. (Original) The computer program product of claim 100, further comprising computer program code for updating the timeline representations responsive to edits made to the corresponding spatially movable representations.

104-127. (Cancelled)

128. (New) The system of claim 30, wherein the timeline display further comprises a playhead that indicates which frame is being viewed in the canvas.

129. (New) The system of claim 128, wherein dragging the playhead scrubs the project in the canvas or jumps to a particular point in time in the project in the canvas.

130. (New) The system of claim 30, wherein the timeline display further comprises an in marker and an out marker that indicate a play range.

131. (New) The system of claim 130, wherein dragging the in marker changes an in point of the project, and wherein dragging the out marker changes an out point of the project.

132. (New) The system of claim 30, wherein a width of the timeline display represents an entire duration of the project.

133. (New) The system of claim 31, wherein a timeline representation of a media clip is editable by trimming the media clip.

134. (New) The system of claim 31, wherein a timeline representation of a media clip is editable by moving the media clip within the timeline display.

135. (New) The system of claim 31, wherein a timeline representation of a media clip is editable by slipping the media clip within the timeline display.

136. (New) The system of claim 30, wherein the timeline display further comprises, responsive to a new media clip being dragged into the timeline display, a new timeline representation of the new media clip.

137. (New) The system of claim 136, wherein the new timeline representation of the new media clip is composited at the location in the timeline display where the new media clip was dragged responsive to a selection of a composite command in a drop menu.

138. (New) The system of claim 136, wherein the new timeline representation of the new media clip is inserted at the location in the timeline display where the new media clip was dragged responsive to a selection of an insert command in a drop menu.

139. (New) The system of claim 136, wherein the new timeline representation of the new media clip overwrites timeline representations of media clips at the location in the timeline display where the new media clip was dragged responsive to a selection of an overwrite command in a drop menu.

140. (New) The method of claim 65, wherein the timeline further comprises a playhead that indicates which frame is being viewed in the canvas.

141. (New) The method of claim 140, wherein dragging the playhead scrubs the project in the canvas or jumps to a particular point in time in the project in the canvas.

142. (New) The method of claim 65, wherein the timeline further comprises an in marker and an out marker that indicate a play range.

143. (New) The method of claim 142, wherein dragging the in marker changes an in point of the project, and wherein dragging the out marker changes an out point of the project.

144. (New) The method of claim 65, wherein a width of the timeline represents an entire duration of the project.

145. (New) The method of claim 66, wherein an editable timeline representation of a media clip is editable by trimming the media clip.

146. (New) The method of claim 66, wherein an editable timeline representation of a media clip is editable by moving the media clip within the timeline.

147. (New) The method of claim 66, wherein an editable timeline representation of a media clip is editable by slipping the media clip within the timeline.

148. (New) The method of claim 65, wherein displaying the timeline further comprises, responsive to a new media clip being dragged into the timeline, displaying a new timeline representation of the new media clip.

149. (New) The method of claim 148, wherein the new timeline representation of the new media clip is composited at the location in the timeline display where the new media clip was dragged responsive to a selection of a composite command in a drop menu.

150. (New) The method of claim 148, wherein the new timeline representation of the new media clip is inserted at the location in the timeline display where the new media clip was dragged responsive to a selection of an insert command in a drop menu.

151. (New) The method of claim 148, wherein the new timeline representation of the new media clip overwrites timeline representations of media clips at the location in the timeline display where the new media clip was dragged responsive to a selection of an overwrite command in a drop menu.

152. (New) The computer program product of claim 100, wherein the timeline further comprises a playhead that indicates which frame is being viewed in the canvas.

153. (New) The computer program product of claim 152, wherein dragging the playhead scrubs the project in the canvas or jumps to a particular point in time in the project in the canvas.

154. (New) The computer program product of claim 100, wherein the timeline further comprises an in marker and an out marker that indicate a play range.

155. (New) The computer program product of claim 154, wherein dragging the in marker changes an in point of the project, and wherein dragging the out marker changes an out point of the project.

156. (New) The computer program product of claim 100, wherein a width of the timeline represents an entire duration of the project.

157. (New) The computer program product of claim 101, wherein an editable timeline representation of a media clip is editable by trimming the media clip.

158. (New) The computer program product of claim 101, wherein an editable timeline representation of a media clip is editable by moving the media clip within the timeline.

159. (New) The computer program product of claim 101, wherein an editable timeline representation of a media clip is editable by slipping the media clip within the timeline.

160. (New) The computer program product of claim 100, wherein the computer program code for displaying the timeline further comprises, responsive to a new media clip being dragged into the timeline, computer program code for displaying a new timeline representation of the new media clip.

161. (New) The computer program product of claim 160, wherein the new timeline representation of the new media clip is composited at the location in the timeline display where the new media clip was dragged responsive to a selection of a composite command in a drop menu.

162. (New) The computer program product of claim 160, wherein the new timeline representation of the new media clip is inserted at the location in the timeline display where the new media clip was dragged responsive to a selection of an insert command in a drop menu.

163. (New) The computer program product of claim 160, wherein the new timeline representation of the new media clip overwrites timeline representations of media clips at the

location in the timeline display where the new media clip was dragged responsive to a selection of an overwrite command in a drop menu.